

MA'ZARAH

In the ancient times of the Reign of the Dragon Gods, the realm of An'shyvann was governed by the traitorous magi, who betrayed their own in exchange for power. These magi sought to bolster the forces of their draconic overlords to further secure their favor and thus tore the veil between the worlds with their arcane might. From realms unseen, they summoned legions of elemental servants and bound them to their will. In due time, these elemental attendants would be called the Ma'Zarah, meaning "Bright Ones" in An'shyvann's ancient tongue.

After the fall of the dragons and the just ousting of the traitor mages, in a grand gesture of kindness, the An'Shyvann people offered refuge to the stranded Ma'Zarah, who were seen as fellow victims of circumstance. Over the course of the following centuries, the Ma'Zarah spread beyond the warm lands of An'shyvann across the continent, where they can be sparsely encountered in the modern times, often in established conclaves due to their distinct culture and needs.

Despite their extraplanar origins, they have adapted to the material world over the course of generations and became creatures native to this world. Due to the prolonged company of other humanoids, they began to mimic traits and habits, which in turn became ingrained in their beings. Despite their efforts to assimilate into their new surroundings, the Ma'Zarah remain unmistakably elementals in body and mind. Ma'Zarah are beings of principles, as all elementals are, resulting in often simplistic and rigid worldviews through which they seek to neatly categorize their world. They oftentimes lack the concepts of abstraction and have little patience for figures of speech and the like, which makes them appear analytical, if not blunt or cold. Conversely, they are quick to understand complex mechanisms and systems and have proven themselves to be diligent and tireless workers who are able to dedicate themselves to tasks without distraction. Because of this, they commonly occupy the roles of artisans, engineers, and researchers, and they have been an asset to any community that has welcomed them.

As creatures of pure elemental essence, Ma'Zarah have unique and malleable bodies. Their elemental bodies would cause indiscriminate havoc if they were not contained. In order to control their elemental energies and to provide integrity to their erratic bodies, they created one-of-a-kind suits, which they call sealing suits.



Artwork by Clara Fang & DM Tuz

MA'ZARAH

Medium Elemental

Armor Class 15 (chain shirt)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	12 (+1)	10 (0)	8 (-1)

Proficiency +2

Resistances poison; acid, cold, fire, or lightning (see Elemental Body)

Senses passive Perception 10

Languages Common and Primordial

Challenge 1/4 (50 XP)

Elemental Body. The Ma'Zarah has advantage on saving throws against being poisoned and has resistance against acid, cold, fire, or lightning damage. Elemental Eruption deals the same damage type that the Ma'Zarah is resistant against.

Elemental Eruption. When the Ma'Zarah is reduced to 0 hit points, each other creature within 5 ft. of the Ma'Zarah must succeed a DC 11 Dexterity saving throw or take 3 (1d6) acid, cold, fire, or lightning damage, determined by Elemental Body.

ACTIONS

Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Sealing Suits. Due to their elemental nature, the Ma'Zarah are in a unique predicament. As elementals native to the material world, the very world itself has staked claim to the elemental energies that make up their bodies. When the Ma'Zarah's elemental bodies become completely exposed, their bodies will degrade and soon be dissolved by the world, which seeks to evenly distribute the Ma'Zarah's elemental bodies across the plane of existence. The Ma'Zarah's sealing suits serve as both their protection and an anchor for the material world. This suit, which comes in several distinct styles in the fashion of their particular communities, acts as an exoskeleton or second skin for Ma'Zarah. Understanding the advantages of such a build as well as an effort to match their fellow humanoids, the majority of Ma'Zarah try to fashion their suits to mimic a basic human anatomy. Understandably, due to their dependency on their sealing suits, Ma'Zarah learn from a young age how to maintain them, which in turn means that one will struggle to find any Ma'Zarah who does not know their way around mechanical maintenance.

Elemental Bodies. Outside of their sealing suits, a Ma'Zarah's body does not necessarily adhere to a structure and may manifest in spectacular shapes. While yes, there exist Ma'Zarah in humanoid shapes, they can also appear as fiery spheres, serpentine water vortexes, or shifting geodes, similar to how true elementals manifest. If a Ma'Zarah's elemental form differs greatly from the shape of their sealing suit, they may experience a sense of confinement and long for periodic escape from their suits. To achieve this goal, numerous Ma'Zarah conclaves construct special chambers in which Ma'Zarah can release their elemental bodies without fear of damaging their surroundings or being dissolved. In these chambers, where their elemental form can exist unfettered, a Ma'Zarah can find true comfort and calm.



Artwork by Clara Fang & DM Tuz

MA'ZARAH CANNONEER

Medium Elemental

Armor Class 16 (chain mail)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	15 (+2)	12 (+1)	9 (-1)

Proficiency +2

Skills Arcana +4, Perception +3, (Tinker's Tools +5)

Resistances poison; acid, cold, fire, or lightning (see Elemental Body)

Senses passive Perception 13

Languages Common and Primordial

Challenge 2 (450 XP)

Arsenal. The Ma'Zarah Cannoneer is equipped with one of the following: a cold snapper, a flare launcher, or a galvanic musket.

Elemental Body. The Ma'Zarah has advantage on saving throws against being poisoned and has resistance against acid, cold, fire, or lightning damage. Elemental Eruption deals the same damage type that the Ma'Zarah is resistant against.

Elemental Eruption. When the Ma'Zarah is reduced to 0 hit points, each other creature within 5 ft. of the Ma'Zarah must succeed a DC 12 Dexterity saving throw or take 7 (2d6) acid, cold, fire, or lightning damage, determined by Elemental Body.

ACTIONS

Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+2) bludgeoning damage.

Cold Snapper. *Ranged Weapon Attack:* +5 to hit, reach 30/60 ft., one target. *Hit:* 18 (4d8) cold damage and the creature's speed is reduced by 10 ft. until the end of the Ma'Zarah's next turn.

Flare Launcher. *Ranged Weapon Attack:* +5 to hit, reach 60/120 ft., one target. *Hit:* 11 (2d10) fire damage and the target is ignited until the beginning of the Ma'Zarah's next turn. If the target is a flammable object, it ignites. A creature that is ignited takes 11 (2d10) fire damage at the end of its turn unless it uses an Action to douse the fire.

Galvanic Musket. *Ranged Weapon Attack:* +5 to hit, reach 80/240 ft., one target. *Hit:* 10 (3d6) lightning damage and another creature within 5 ft. of the target must succeed a DC 13 Dexterity saving throw or take 10 (3d6) lightning damage (the creature is determined at random).

MA'ZARAH ELEMENTALIST

Medium Elemental

Armor Class 16 (breastplate)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	15 (+2)	17 (+3)	14 (+2)	9 (-1)

Proficiency +2

Skills Arcana +5, (Tinker's Tools +5)

Resistances poison; acid, cold, fire, or lightning (see Elemental Body)

Senses passive Perception 12

Languages Common and Primordial

Challenge 4 (1,100 XP)

Elemental Body. The Ma'Zarah has advantage on saving throws against being poisoned and has resistance against acid, cold, fire, or lightning damage. Elemental Eruption, Elemental Rebuke, or Elemental Touch deal the same damage type that the Ma'Zarah is resistant against.

Elemental Eruption. When the Ma'Zarah is reduced to 0 hit points, each other creature within 5 ft. of the Ma'Zarah must succeed a DC 12 Dexterity saving throw or take 10 (10d6) acid, cold, fire, or lightning damage, determined by Elemental Body.

Empowered Elements. Acid, cold, fire, or lightning damage dealt by the Elementalists ignores resistances.

ACTIONS

Elemental Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d10) acid, cold, fire, or lightning damage.

Elemental Toss. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 21 (6d6) acid, cold, fire, or lightning damage.

Elemental Evocation (Recharge 5-6). The Elementalists unleashes an elemental power. This effect is considered a 4th level evocation spell. When the Elementalists uses this action they choose one of the following:

- **Blaze.** The Elementalists unleashes a blazing storm in a 30 ft. cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save and half as much on a successful one.
- **Caustic Pool.** The Elementalists creates a 20 ft. radius pool of acid centered on a spot within 120 ft. of itself. When the pool appears, each creature within its area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 20 (8d4) acid damage or half as much on a successful one. A creature takes the same damage when it enters the area for the first time on a turn or ends its turn there. The pool is difficult terrain and remains until the end of the Elementalists's next turn.
- **Freezing Pillar.** A creature within 60 ft. of the Elementalists and any creature within 5 ft. of the target creature must make a DC 13 Constitution saving throw. On a failed save a creature takes 27 (6d8) cold damage and half as much on a successful one.
- **Galvanic Blast.** *Melee or Ranged Spell Attack:* +5 to hit, reach/range 20 ft., one target. *Hit:* 35 (10d6) lightning damage.

Spellcasting. The Elementalists casts one of the following spells, using its Intelligence as the spellcasting ability (Spell save DC 14):

At Will: *Control Flames, Gust, Light, Mold Earth, Shape Water*
1/day: *Detect Magic*



Artwork by Clara Fang

REACTIONS

Elemental Rebuke. When the Elemental is hit by a melee attack they reduce its damage by 13 (4d6). If this reduces the damage of the attack to 0 the elementalists deals an amount of acid, cold, fire, or lightning damage equals the difference of the result rolled and the attack's damage to the attacking target.

Amalgamation. Amalgamation is a forbidden ritual among the Ma'Zarah in which two or more individuals' elemental bodies combine to form a new entity, a practice that is taboo to discuss or even acknowledge in their society. The result of such a union may be a far more powerful being of raw elemental power or a roiling monstrosity driven to the brink of madness by its innate turmoil within. The results of an amalgamation are difficult to predict, which is why it has been declared heretical since the Ma'Zarah's early history. Though some infamous Ma'Zarah factions are undeterred by this taboo, these nefarious outcasts abuse amalgamation either as a desperate ploy for power or as an especially perverse punishment; forced amalgamation, considered a fate more terrible than death itself. Amalgams resulting from these practices can be commonly found as prime enforcers for these villains.



Artwork by Clara Fang

MA'ZARAH BATTLE AMALGAM

Large Elemental

Armor Class 16 (chain mail)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	7 (-2)	8 (-1)	14 (+2)

Proficiency +3

Skills Athletics +8, Perception +2

Resistances poison; acid, cold, fire, or lightning (see Elemental Body)

Senses passive Perception 12

Languages Common and Primordial

Challenge 6 (2,300 XP)

Amalgam Rage (1/Day). When the Amalgam begins its turn with 51 or less hit points, it enters a rage for one minute. For the duration of its rage its melee weapon attacks deal an additional 3 (1d6) additional acid, cold, fire, or lightning damage.

Elemental Body. The Ma'Zarah has advantage on saving throws against being poisoned and has resistance against acid, cold, fire, or lightning damage. Elemental Eruption, and

Amalgam Rage deals the same damage type that the Ma'Zarah is resistant against.

Elemental Eruption. When the Ma'Zarah is reduced to 0 hit points, each other creature within 5 ft. of the Ma'Zarah must succeed a DC 14 Dexterity saving throw or take 14 (4d6) acid, cold, fire, or lightning damage, determined by Elemental Body.

Multisoul. The Amalgam has advantage on Charisma saving throws and against being charmed.

ACTIONS

Multiattack. The Amalgam makes 3 melee weapon attacks.

Sabres. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage, and an additional 3 (1d6) acid, cold, fire, or lightning damage if the Amalgam is raging.

REACTIONS

Death Throe Assault. When the Amalgam is reduced to 0 hit points it can move up to its speed without provoking opportunity attacks and makes one melee weapon attack before its Elemental Eruption triggers.

LICENSE

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc („Wizards“). All Rights Reserved.

1. Definitions: (a) „Contributors“ means the copyright and/or trademark owners who have contributed Open Game Content; (b) „Derivative Material“ means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) „Distribute“ means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) „Open Game Content“ means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) „Product Identity“ means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) „Trademark“ means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) „Use“, „Used“ or „Using“ means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) „You“ or „Your“ means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of

the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Unbound Monsters
Copyright 2023, DM Tuz.

END OF LICENSE